

# Useful Charts for the 0-level DCCRPG Enthusiast

## Attack Roll Modifiers

Condition	Attack Roll Modifier	
	Melee	Missile Fire
<b>Missile fire range is...</b>		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
<b>Attacker is...</b>		
Invisible	+2	-
On higher ground	+1	-
Squeezing	-1d	-1d
Entangled	-1d	-1d
Untrained	-1d	-1d
Firing into melee	-	-1
<b>Defender is...</b>		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless	+1d	+1d
Kneeling, prone	+2	-2

## Weapons

Type	Damage	Range(s/m/l)
Battleaxe	1d10	
Blackjack	1d3/2d6	
Blowgun	1d3/1d5	20/40/60
Club	1d4	
Crossbow	1d6	80/160/240
Dagger	1d4/1d10	10/20/30
Dart	1d4	20/40/60
Flail	1d6	
Garrote	1/3d4	
Handaxe	1d6	10/20/30
Javelin	1d6	30/60/90
Lance	1d12	
Longbow	1d6	0/140/210
Longsword	1d8	
Mace	1d6	
Polearm	1d10	
Shortbow	1d6	50/100/150
Short sword	1d6	
Sling	1d4	40/80/160
Spear	1d8	
Staff	1d4	
2-H sword	1d10	
Warhammer	1d8	

## Equipment

Item	Cost
Backpack	2 gp
Candle	1 cp
Chain, 10'	30 gp
Chalk, 1 piece	1 cp
Chest, empty	2 gp
Crowbar	2 gp
Flask, empty	3 cp
Flint & steel	15 cp
Grappling hook	1 gp
Hammer, small	5 sp
Holy symbol	25 gp
Holy water, 1 vial	25 gp
Iron spikes, each	1 sp
Lantern	10 gp
Mirror, hand-sized	10 gp
Oil, 1 flask	2 sp
Pole, 10-foot	15 cp
Rations, per day	5 cp
Rope, 50'	25 cp
Sack, large	12 cp
Sack, small	8 cp
Thieves' tools	25 gp
Torch, each	1 cp
Waterskin	5 sp

## Criticals (roll d4 modified by luck)

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the init count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.

## Fumbles (Die to roll: No armor: d4 Light armor: d8 Medium Armor: d12 Heavy armor: d16 all modified by luck)

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untying them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.